## Use Case Specifications

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| Use Case Identification and History | | | |
| **Use Case ID:** | ONLINE.MODE.1.1.1 | | |
| **Use Case Name:** | Play Online Mode | **Version No:** |  |
| **End Objective:** | Update player’s highscore (if better than previous) on the online mode | | |
| **Created by:** | Prodromos Polichroniadis | **On (date):** |  |
| **Last Update by:** |  | **On (date):** |  |
| **Approved by:** |  | **On (date):** |  |
| **User/Actor:** | Player of the Memory Card Game | | |
| **Business Owner Name:** |  | **Contact Details:** |  |
| **Trigger:** | User | | |
| **Frequency of Use:** | Subject to player’s wish (1-2 times a day) | | |

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| Preconditions |
| The player has logged in with his credentials (name, password) |

| **Basic Flow** | | |
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| **Step** | **User Actions** | **System Actions** |
| **1** |  | The system loads the player’s highscore from the database according to his username. |
| **2** |  | The system presents the menu GUI, containing all the different game modes, to the user. |
| **3** | The user selects to play the game mode of this Use Case : Online mode |  |
| **4** |  | The system established an Internet connection [Alternate Flow: 4.1. Connection Established , 4. 2. Connection Failed] |
| **5** |  | The system loads the game’s questions from the database |
| **6** | The user plays the game until she wins or loses |  |
| **7** |  | The system checks the user’s highscore in the database [Alternate Flow: 7.1. Ending score > Highscore , 7.2. Ending score <= Highscore] |
| **8** | The player chooses if she wants to play again. [Alternate Flow: 8.1. Play again, 8.2. Quit] |  |
| **9** |  | The system exits. |

| Alternate Flow | | |
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| **Step** | **User Actions** | **System Actions** |
| **4.1** |  | The system presents a confirmation dialog box that the Internet connection is established and continues to Basic Flow’s step 5 |
| **4.2** |  | The system presents an error dialog box that the Internet connection could not be established and asks the User to check his connection. Remains at Basic Flow’s step 4 until a stable connection is detected. |
| **7.1** |  | The system updates the user’s highscore in the database by assigning the ending score to the previous highscore stored and continues to Basic Flow’s step 8. |
| **7.2** |  | The system doesn’t update the database as the previous highscore stored remains larger or equal to the ending score and continues to Basic Flow’s step 8. |
| **8.1** | The user selects the Play Again option. | The system reinitializes and the Basic Flow returns to step 5. |
| **8.2** | The users selects the Quit option and the Basic Flow continues to step 9. |  |